Music
Reader II

For the
BBC Micro Model B
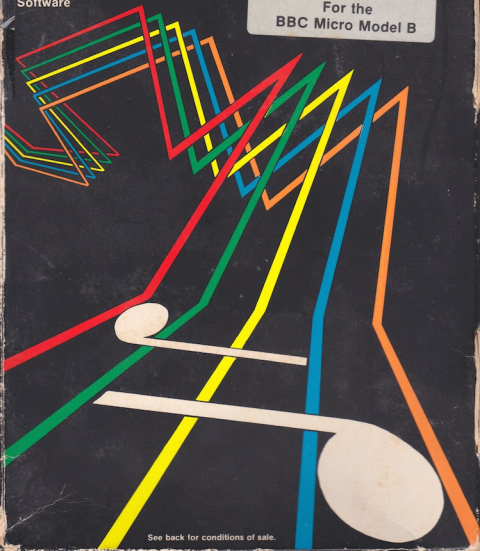
Geedoh Music Reader II

Music Reader II is a game which helps you read music effortlessly. Whilst you have the fun of playing the game and bettering your score you will be steadily learning to read music and the more you play the game - at whatever level - the more you will find that reading becomes easier and quicker. The game starts off at level 1 and gets gradually quicker to level 9.

This package contains:
1 set of charts of musical notes
1 broadsheet explaining how to read musical notes
1 cassette containing the Geedoh Music Reader II
1 set of game instructions

The broad sheet gives a simple introduction to musical notation. The Music Reader game helps you to practice reading musical notes starting at a very slow and easy level but progressing through nine levels to professional standard. The note charts are a useful guide to the written notes of music.

You have to shoot down a musical note by naming it on a target. You have five lives to get as high a score as possible.

NB. Although this game will work on black and white screens it is much more fun in colour.

Geedoh Educational Software is designed to help you practice fundamental musical skills in an interesting and amusing way.

Also available now is the Geedoh's Pitch Game which helps you practice recognising and memorizing musical sounds.

This program is one of a comprehensive series of musical education programs.

Geedoh programs are designed to develop musical aptitude, guide the user to keener musical appreciation and motivate both the beginner and those more experienced to take part in the performance of live music. Each is enjoyable and fun to play. You need no knowledge or computer skill to use the programs.

If you would like more information about Geedoh Educational Software please write to: Geedoh Educational Software, Freepost, Leeds LS16 6YY.

Music Reader II

The object of the game is for you to make the notes fall off the stave before they reach the end. Do this by placing the yellow marker on the correct letter of the target and firing by pressing the space bar.

How to play
On the screen you will see two five line staves. The top one is the treble stave; the lower one is the bass stave. Notes come on the treble stave only in level 1 and on the bass stave only in level 2; both these levels are at the slowest speed.

A note will start to move across one of the staves. You will have to recognise the note before it gets to the end of the stave.

At the bottom of the screen is a target like this

G ? A
F ★ B
E D C

You have to move the yellow square to choose the letter that is the name of the note on the stave. You move the yellow square anticlockwise by pushing key A. You move the yellow square clockwise by pushing key D.

When you have chosen the note-name push the space bar or key.

If you need help choose ? and push the space bar or key. A prompt will then appear at the bottom left hand corner of the screeen.

After you have finished levels 1 and 2 you will move on to the next level which is a bit harder - and so on ......!

The later levels include notes above and below the stave on ledger lines. Can you get them too - use the note charts to help you at first.

The prompt tells you the notes in the spaces only.
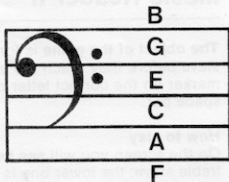
A note on a line has the letter name between those in the spaces.

This note is above the 2nd space and below the 3rd space so its letter name is between A and C - so it is B.

The screen also shows you
your score
hi score
your remaining lives
your current level

Scoring

Each correct hit at level 1 gives you ten points. At level 2 twenty points and so on through the levels. Each mistake loses you points in the same way.

An introduction to musical notation

About a thousand years ago a monk called Guido lived in the little Italian town of Arezzo. He was very learned in music.

The set of five parallel lines is called a stave.
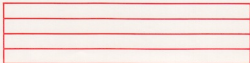
This sign, called a treble clef, is written at the beginning of a stave of higher sounds.

This sign, called a bass clef, is written at the beginning of a stave of lower sounds.

When a treble and bass stave are bracketed together they are sometimes called a grand stave.

At that time there was no fixed way of writing down music and people had to rely on remembering the sounds they heard. Guido gave each note a special place on an arrangement of coloured lines and on the spaces between them, so it became possible to show on paper the precise sounds to be sung or played.

This method became used throughout Europe and the Western world; it has been changed a little from time to time but Guido himself would understand the way we write down music today.
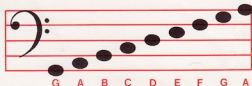
Here is a note on a line.

Here is a note in a space.

The names given to notes.

G A B C D E F G A

G A B C D E F G A

The notes are named after the first seven letters of the alphabet A-G and then back to A again as the sounds go higher.
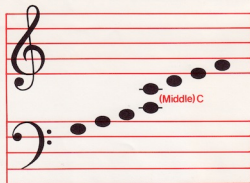
Notes on lines in the treble clef.

E G B D F

Every Good Boy Deserves Favour

Notes in spaces in the treble clef.

F A C E

D G

Above and below the treble stave are these notes.

The lowest notes on the treble stave follow on from the highest notes on the bass stave.

(Middle) C

G A B C D E F

Notes on lines in the bass clef.

G B D F A

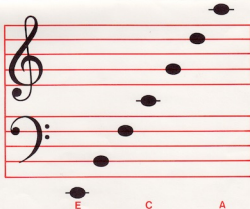Granny Bakes Donuts For Abba.

Notes in spaces in the bass clef.

A C E G

All Cows Eat Grass.

F

Above and below the bass stave are these notes.

Ledger lines are short lines created for notes too high or too low to be represented on the stave.

E C A

So you can see the staves share the sounds between them.

Notes on treble stave

Every Good Boy Deserves Favour

Every Good Boy Deserves Favour

FACE

Notes on bass stave

G B D F A C F A C E G B

Granny Bakes Donuts For Abba   All Cows Eat Grass

Granny Bakes Donuts For Abba

All Cows Eat Grass